

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (canceled)

2. (Currently amended) A message output device, comprising:

a battle control unit which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit which acquires a main message specified in accordance with a progress status of the battle;

a sub message acquisition unit which detects winning and losing statuses of the friend and the enemy sides which change in accordance with a progress status of the battle at each predetermined timing, and acquires a sub message matching the winning and losing statuses that are detected;

a message output unit which outputs, based on a predetermined condition, the main message acquired by the main message acquisition unit and the sub message acquired by the sub message acquisition unit; and

a retaining unit that at least temporarily retains the sub message acquired by the sub message acquisition unit;

wherein a life duration time is set at least for each sub message retained in the retaining unit;

a message deletion unit that deletes, from among the sub messages retained in the retaining unit, a sub message whose life duration time has expired without outputting the sub message.

~~a message deletion unit that deletes from the retaining unit a sub message whose life duration time has been expired, from among the sub messages retained in the retaining unit is further provided,~~

a priority order is set for each main message and each sub message; and
the message output unit outputs, in an order based on the priority order, the acquired main message and the sub message having been retained in the retaining unit.

3. (previously presented) The message output device according to claim 2, wherein in a case where the main message and the sub message are acquired at a same time, the message output unit outputs the main message preferentially.

4. (canceled)

5. (canceled)

6. (Currently amended) A message output device comprising:

a battle control unit which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message matching the winning and losing statuses that are detected;

a retaining unit which temporarily retains the main message acquired by the main message acquisition unit and the sub message acquired by the sub message acquisition unit; and

a message output unit which outputs, based on a predetermined condition, the main message and the sub message having been retained in the retaining unit, wherein a life duration time is set for each main message and each sub message, and

a message deletion unit which deletes, from among the sub messages retained in the retaining unit, a sub message whose life duration time has expired without outputting the sub message, is further provided.

~~a message deletion unit which deletes from the retaining unit a sub message whose life duration time has passed, from among the sub messages having been retained in the retaining unit, is further provided.~~

7. (Currently amended) A message control method utilizing a message storage unit and a retaining unit, where the message storage unit stores a plurality of main messages matching progress statuses of a battle, and a plurality of sub messages matching winning and losing statuses of friend and enemy sides, the method comprising:

a battle controlling step of controlling a battle between characters belonging to friend and enemy sides in a virtual space based on a predetermined instruction input;

a main message acquiring step of acquiring a main message specified in accordance with progress of the battle controlled;

a sub message acquiring step of detecting winning and losing statuses of the battle which change in accordance with the progress of the battle controlled at each predetermined timing, and acquiring an arbitrary sub message matching the winning and losing statuses that are detected;

a message outputting step of outputting, based on a predetermined condition, the main message acquired in the main message acquiring step and the sub message acquired in the main message acquiring step; and

a storing step of temporarily storing in the retaining unit the sub message acquired in the sub message acquisition step;

wherein a life duration time is set at least for each sub message retained in the retaining unit,

a message deleting step of deleting, from among the sub messages retained in the retaining unit, a sub message whose life duration time has expired without outputting the sub message.

~~a message deleting step of deleting from the retaining unit whose life duration time has been expired from among the sub messages retained in the retaining unit is further provided, and~~

a priority order is set for each main message and each sub messages; and
the message output step outputs, in an order based on priority orders, the acquired main message and the sub message having been retained in the retaining unit.

8. (Currently amended) A computer-readable information recording medium storing a program for controlling a computer to function as:

a battle control unit which controls a battle between characters belonging to opposing friend and enemy sides in a virtual space based on a predetermined instruction input;

a message storage unit which stores a plurality of main messages matching progress statuses of the battle, and a plurality of sub messages matching winning and losing statuses of the friend and enemy sides;

a main message acquisition unit which acquires a main message specified in accordance with progress of the battle controlled;

a sub message acquisition unit which detects winning and losing statuses of the friend and enemy sides which change in accordance with the progress of the battle controlled at each predetermined timing, and acquires an arbitrary sub message the winning and losing statuses that are detected;

a message output unit which outputs, based on a predetermined condition, the main message acquired by the main message acquisition unit and the sub message acquired by the sub message acquisition unit; and

a retaining unit that at least temporarily retains the sub message acquired by the sub message acquisition unit,

wherein a life duration time is set at least for each sub message retained in the retaining unit,

a message deletion unit that deletes, from among the sub messages retained in the retaining unit, a sub message whose life duration time has expired without outputting the sub message,

~~a message deletion unit that deletes from the retaining unit a sub message whose life duration time as been expired, from among the sub messages retained in the retaining unit is further provided,~~

a priority order is set for each main message and each sub message; and

the message output unit outputs, in an order based on the priority order, the acquired main message and the sub message having been retained in the retaining unit.